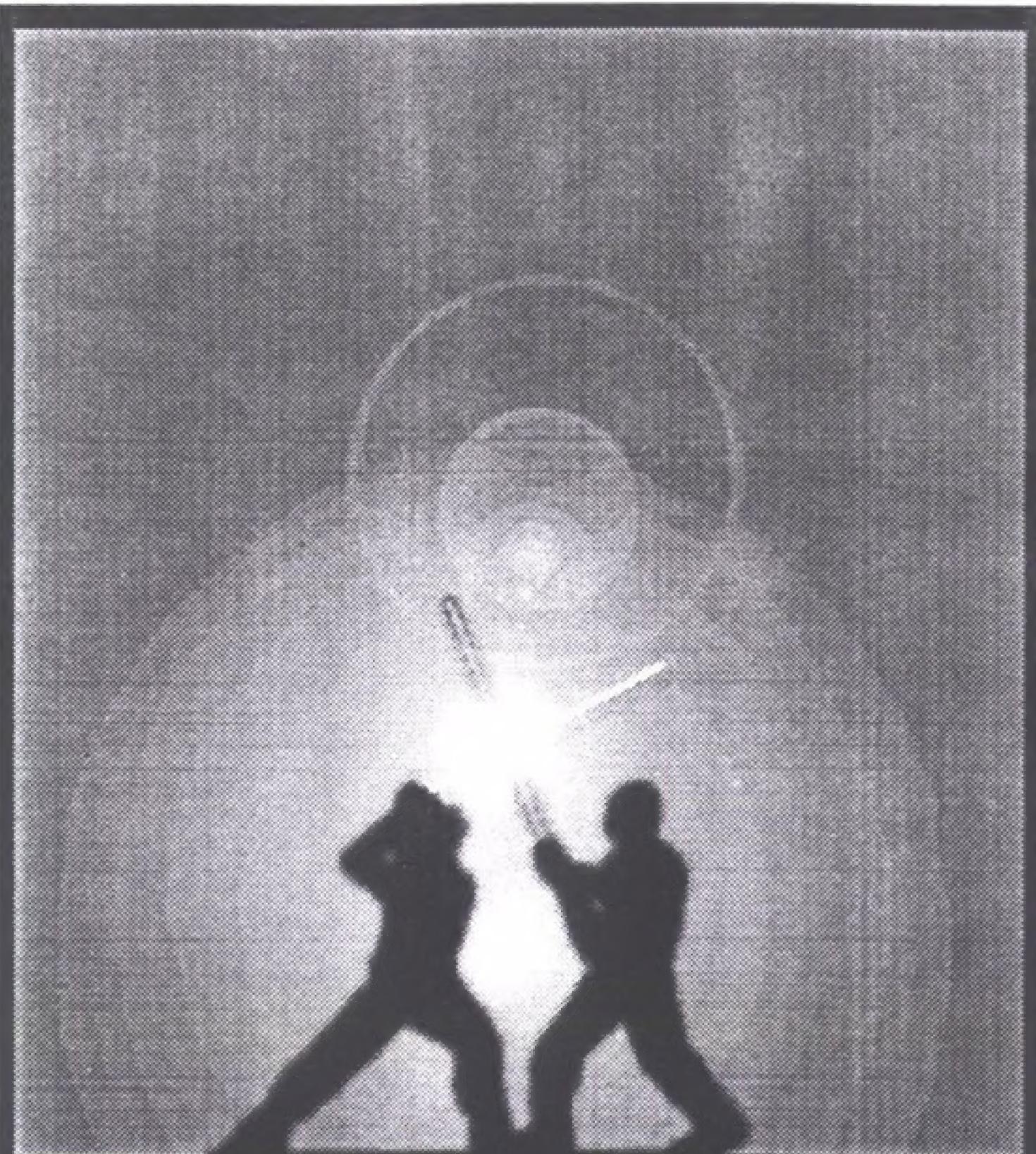


**Retrotopia™**

**For ATARI 2600**



# **SWORDFIGHT**

**FOR TWO PLAYERS**

## **SWORDFIGHT**

Two knights face each other at the edge of the universe. Gripping their laser swords, they advance, prepared to fight to the death...

## **STARTING THE GAME**

Hold controllers so RED BUTTON is to upper left. Press RESET. (Difficulty switches have no effect on game.)

Each fighter draws sword by pressing RED BUTTON. Once both swords are drawn, the battle begins!

## **CONTROLS**

You have three offensive swings and three defensive blocks controlled by the joystick (see diagram). Advance and retreat by pressing the RED BUTTON.

## **HITS**

At beginning of game, each fighter stands on four energy platforms. With every three hits to a fighter, one of that fighter's energy platforms disappears.

## **END OF GAME**

After 12 hits, fighter fades away. Other fighter is victorious!

Press RESET to play again.

## OFFENSE



LEFT SWING



OVERHEAD SWING



RIGHT SWING

## DEFENSE



LEFT BLOCK



OVERHEAD BLOCK

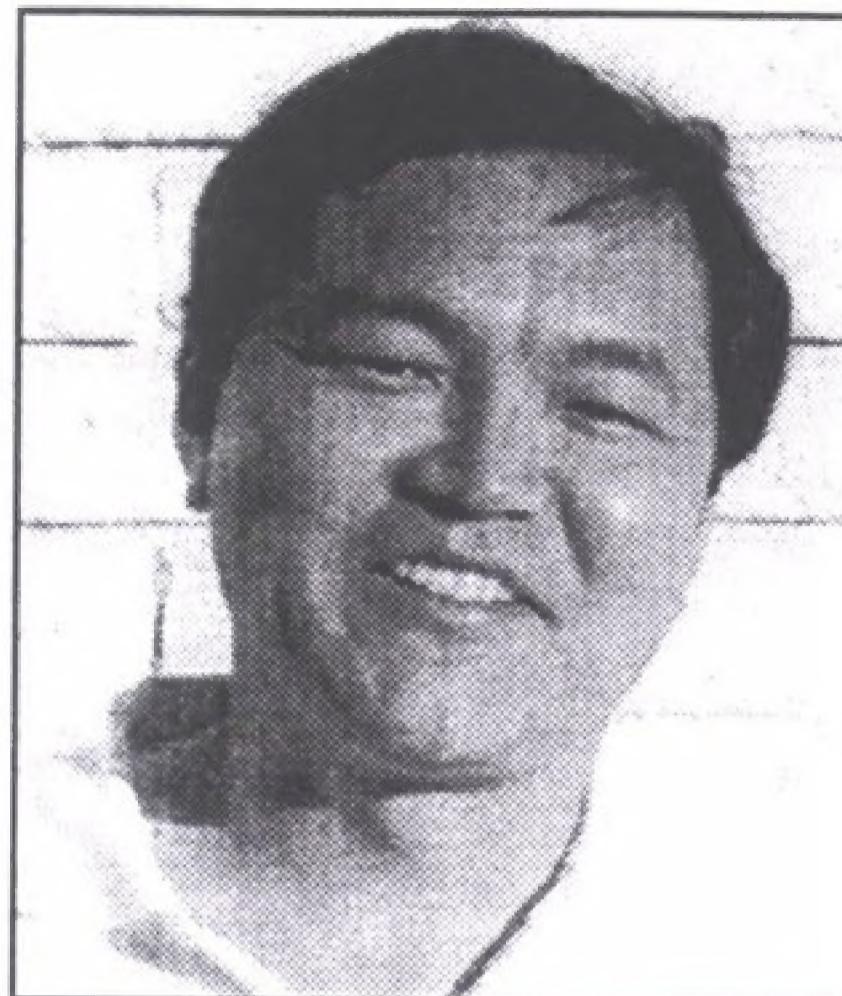


RIGHT BLOCK

Advance and retreat by pressing RED BUTTON

## DEVELOPMENT HISTORY

**Stephen Tatsumi**, designer of **Swordfight**, was one of the world-famous **Blue Sky Rangers**—the video game programmers for **Mattel Electronics**. Best known for **Intellivision**, the **Blue Sky Rangers** also designed games for **Atari 2600**, **Colecovision**, **IBM PC**, **Apple II** and the **Aquarius Computer System**.



Steve designed and programmed **Kool-Aid Man**, released in 1983, for the Atari 2600. He also designed and started several other original Atari 2600 games. One of these, **Swordfight**, he was able to take through to completion.

**Swordfight** was inspired by Steve's dissatisfaction with another Atari swordfighting game. Its characters were too small for the player to get any feel of the combat. Steve set out to create a battle with large characters where the joystick could be wielded like a sword.

(continued)

## DEVELOPMENT HISTORY

(continued)

As Steve developed the game, he and **Ron Surratt**, manager of the Atari 2600 group, spent hours playing it. Steve used these bouts to fine tune the controls.

The results were deceptively simple—three offensive swings and three blocks. But once players got familiar with the moves, long and challenging battles were possible. Many Blue Sky Rangers became fans of the game.

Despite this, Mattel Electronics did not release it.

**Swordfight** had several marketing strikes against it: it required two players, it was not based on a famous movie or arcade game and there was no Intellivision version. The game was shelved.

Now this lost classic is available for the first time. The **Swordfight** Atari 2600 cartridge is manufactured using the unmodified game file that Steve Tatsumi completed in 1983.

Finally, Atari 2600 gamers can draw their swords and prepare to fight!



Dedicated to the history of video games because we were there.

## **SWORDFIGHT**

Designed and Programmed by  
**STEPHEN TATSUMI**

Sound Effects by **PAT LEWIS**

Technical Engineer **SEAN KELLY**

Associate Producer **LISA M. DAWSON**

Package Artwork by **KEITH ROBINSON**

Special thanks to **DALE LYNN**

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